Muni Animation - MotionMuse v1.1.7 (Win)

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Muni Animation - MotionMuse:

MotionMuse is an easy-to-use 3D character animation tool to make animation easier for those who don't know how to animate.

Its strong features and easy usability allow it to reduce the challenges of learning 3D animation. Since its strong features make it easier to use, MotionMuse can easily be imported and exported from animation software pipelines. Systems autonomously deal with complex character animation by rigging, animating, motion capturing, spline posing, media overlapping, etc., within the system, which increases efficiency.

Import and export:

- Works with various formats, including FBX, DAE, GLTF/GLB, and VRM.
- Allows the tool to be a part of existing animation businesses.

Character Rigging:

- Tools for automatic binding rigging skinning to bind a character to a skeleton.
- Capabilities include auto-weight assignment, jointing, weight painting, and bind matrix setting.
- Allows for character building using multiple meshes for efficient rigging.

Animation Retargeting:

- Moves animations from characters with different sizes, shapes, and topologies.
- For Source Target skeletons, the system automatically maps bones, but manual adjustment can be done.
- Retargeted skeletons can be saved as new FBX files.

Full-body motion editing:

- Edit animations based on the trajectory for accurate animation modification.
- Use multiple GPUs and multi-core CPUs for interactive updates, thus performing parallel hardware.

Full-Body Inverse Kinematics (IK)

- An advanced development in inverse kinematics, the character can now be posed or manipulated in real-time.
- There is no need to rig other devices; soldiers can move using the bone structure.
- Multi-character IK for simple interactions within and between other characters.

Spline Used Posing Sketch

- It makes positioning easier by using a spline skeleton around the rotatable joints.
- The spline parameters allow adjustment of the tangential angle and the positions of the control points.
- Specialized for use with stylus and tablets.

Motion Control's Curved Editor

- An all-inclusive editor that can track keyframe movement changes and alterations.
- Allows many types of interpolations and angles of tangents to be defined.
- Allows copying, pasting, and generating new keyframes without overwriting other frames.

Media Overlay

- Overlaying images and videos with 2D and 3D animations.
- Overlays can be designed, uploaded, and drawn on by the users with a mouse or a pen tablet.
- Allows perfect positioning of characters to the 2D images to ensure accurate animation.

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